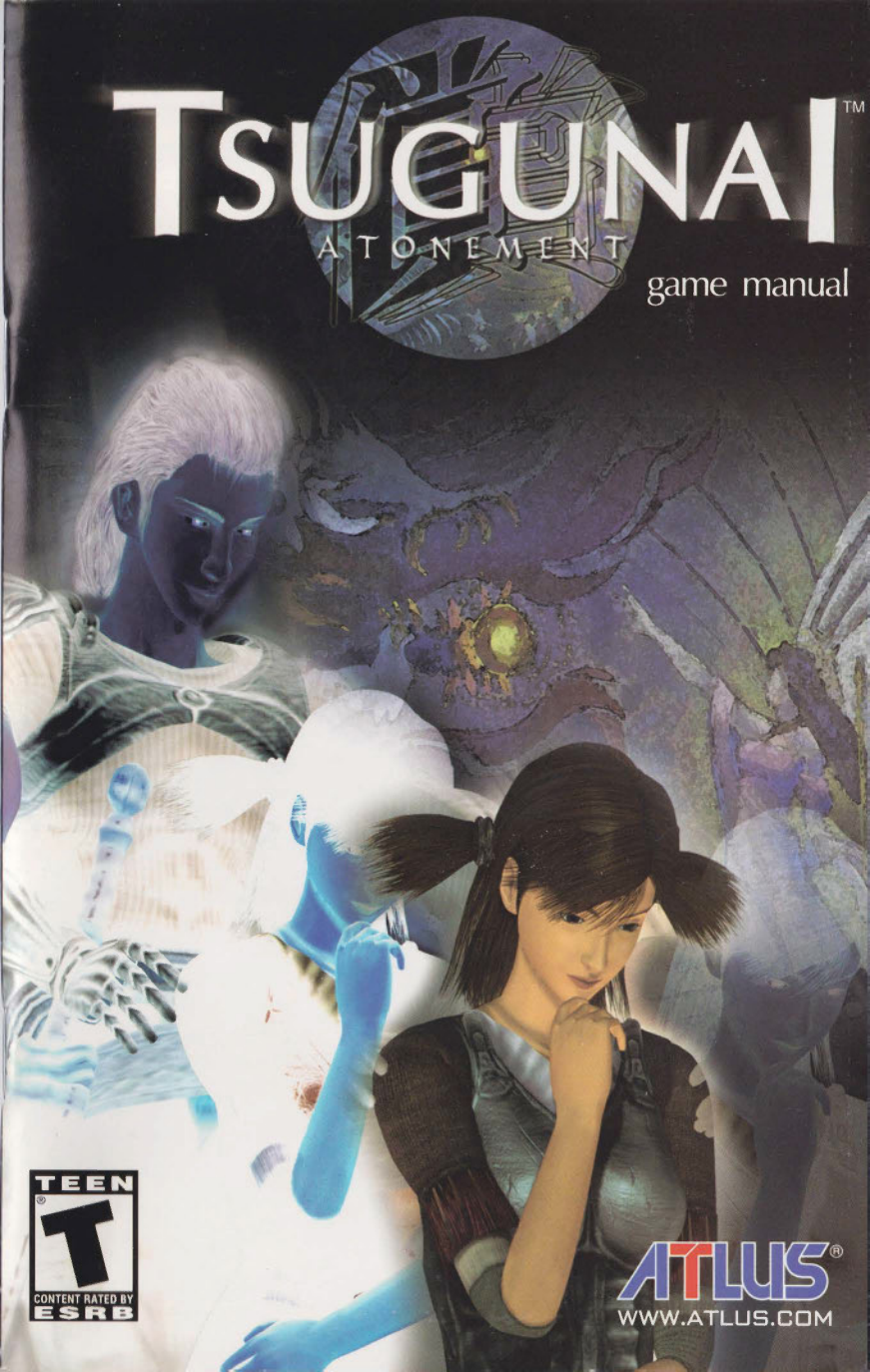
TSUGUNAI™

ATONEMENT

game manual



TEEN
T
CONTENT RATED BY ESRB

ATLUS®
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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Light and Darkness

Light yields Darkness, and Darkness feels animosity towards Light. In a dispute over rule of the human world, the Goddess of Light and the God of Darkness began an earth-shaking battle.

The God of Darkness was sealed deep within Hades, but the Goddess of Light lost all her power, and the earth became a land of chaos, with good and evil entangled together. Monsters from Hades began attacking humans, and humans built fortresses and castles to protect themselves. Around the castles, people gathered and formed towns and lived out much of their lives in hardship.

Life is Light. Death is Darkness. From the dark realm of the womb to the world overflowing with light, from the world overflowing with light, to the dark realm of Hades, people long for a world filled with Light and fear the evil that dwells in the Darkness.

One warrior angers the Goddess of Light after stealing the mystical Treasure Orb. The Goddess of Light forever separates his soul from his body until he atones for his sins by helping the people of Walondia. Without a physical body of his own, the only way to change the fates of the people is to possess them. Will he find redemption in time or will his soul be lost forever?



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- 08 About the Main Character
- 10 The Town of Walondia

12 ACTIONS & BATTLES

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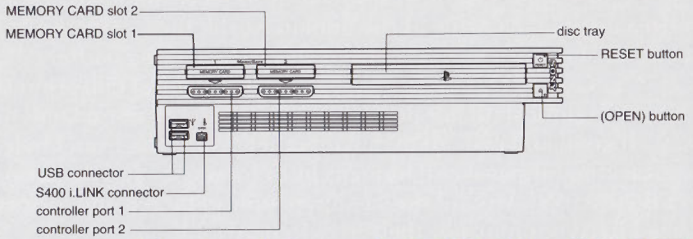
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Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the "Tsugunai" disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Title Screen

When you insert the game correctly and turn on the power, the title screen will be displayed. Use the directional buttons to select from the menu, and press the **X** button to confirm.



NEW GAME
You will start the game from the beginning. After a short while into the game, you will come to the screen where you can name the main character. After entering a name, select "Decide." If you select "Default," the name will be reset to the default name (Reise).

CONTINUE
You can load and continue your game if you have a memory card (8 MB) (for PlayStation®2) inserted into MEMORY CARD Slot 1. If you use a memory card, you can save your progress in the game and start from that continuation point. When you save your progress for the first time, you need to have 420 KB of open memory. For more information, please see page 27.

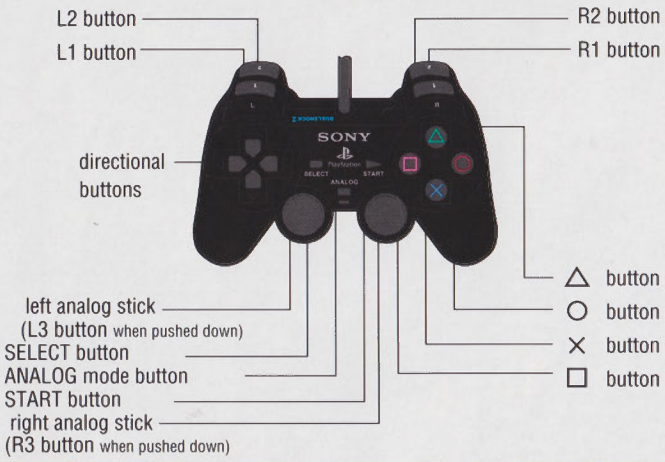
OPTION
From here, you can change various game settings.

Message Speed	Adjusts the speed of the message display
BGM Volume	Adjusts the volume of the music
SE Volume	Adjusts the volume of the sound effects
Vibration	Turns the vibration function on or off
Animation	Adjusts Summon Animation Sequence
Return	Finish settings and return to previous screen

Starting Up

Throughout the game, Analog Mode is on (LED indicator is red). You can turn the vibration function on/off from the Option Screen in the Main Menu or Command Menu. Other than the left stick, everything operates digitally.

DUALSHOCK®2 analog controller



FOR MENUS

The controls for the Main and Command menus are as follows:

Control Pad / Left Stick	Move Cursor
✕ button	Decide
○ button	Cancel

IN THE FIELD

Controls for walking through environments are as follows:

Control Pad / Left Stick	Move Cursor
✕ button	Talk / Action
△ button	Command Screen
□ button	Possess

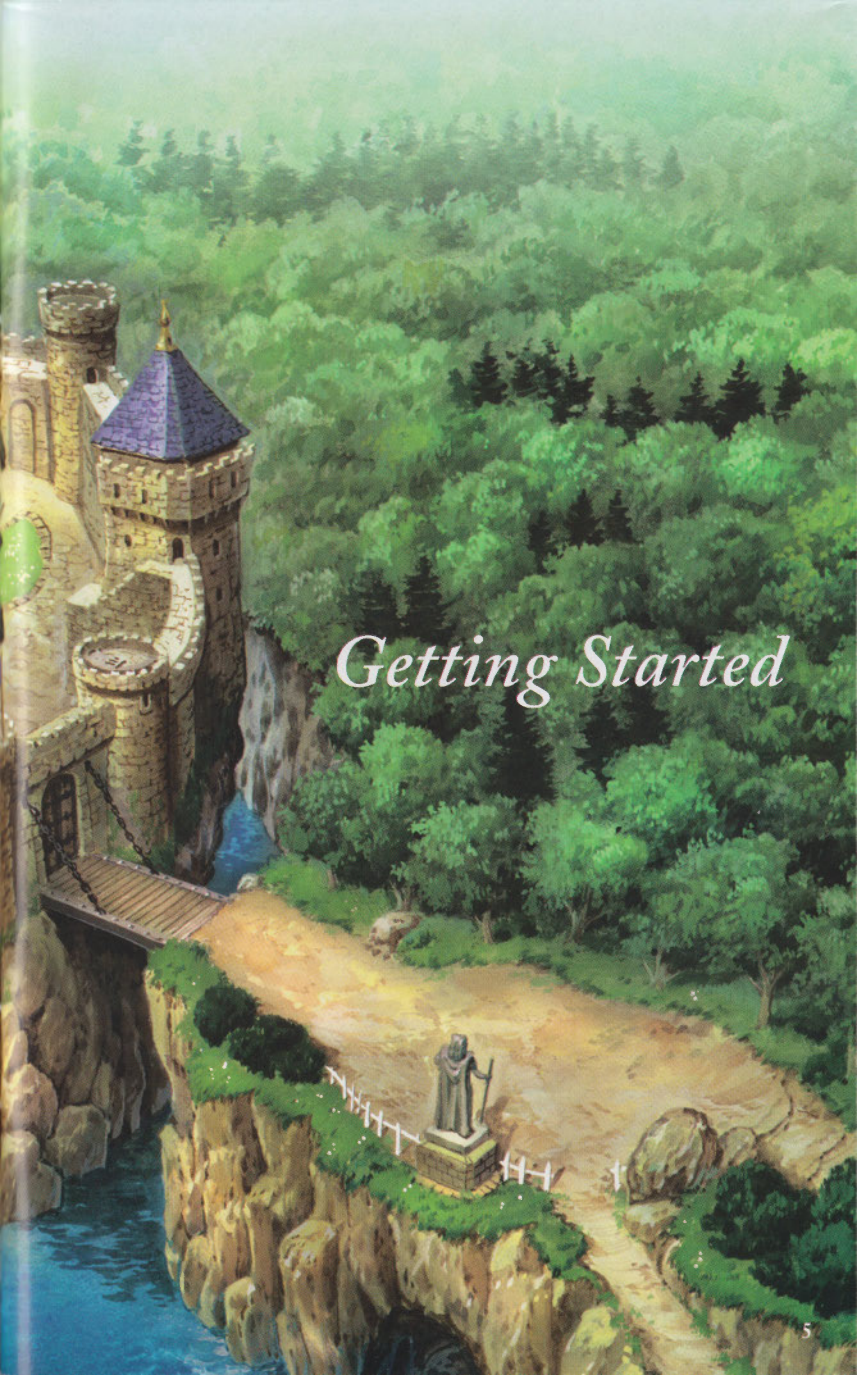
DURING BATTLE

To select battle commands, the controls are the same as for menus:

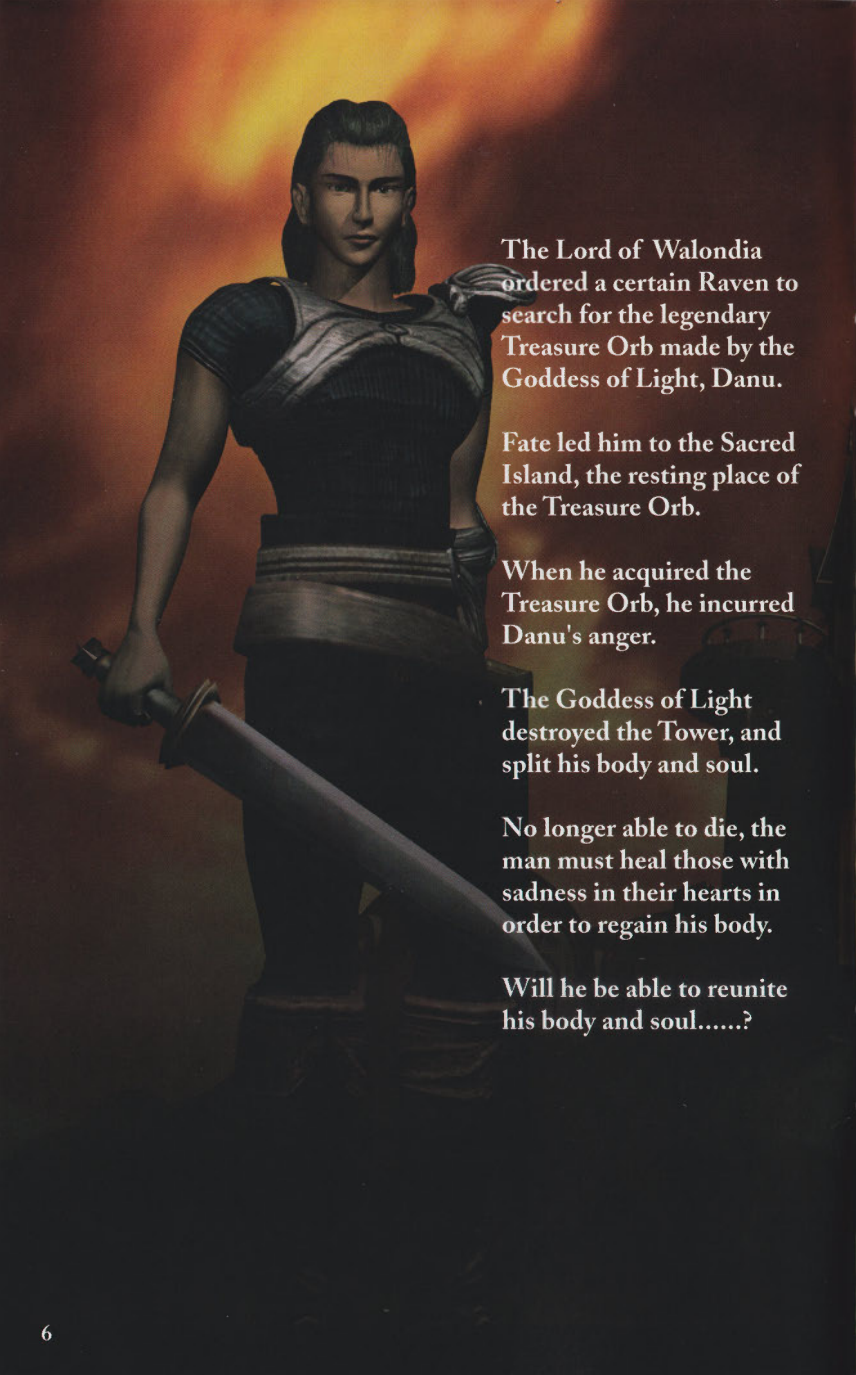
△ ✕ □ ○ buttons	Guard
✕ button	Strage Attack

✦Hold down Select, L1, L2, R1, R2, then press Start to reset the game.





Getting Started



The Lord of Walondia ordered a certain Raven to search for the legendary Treasure Orb made by the Goddess of Light, Danu.

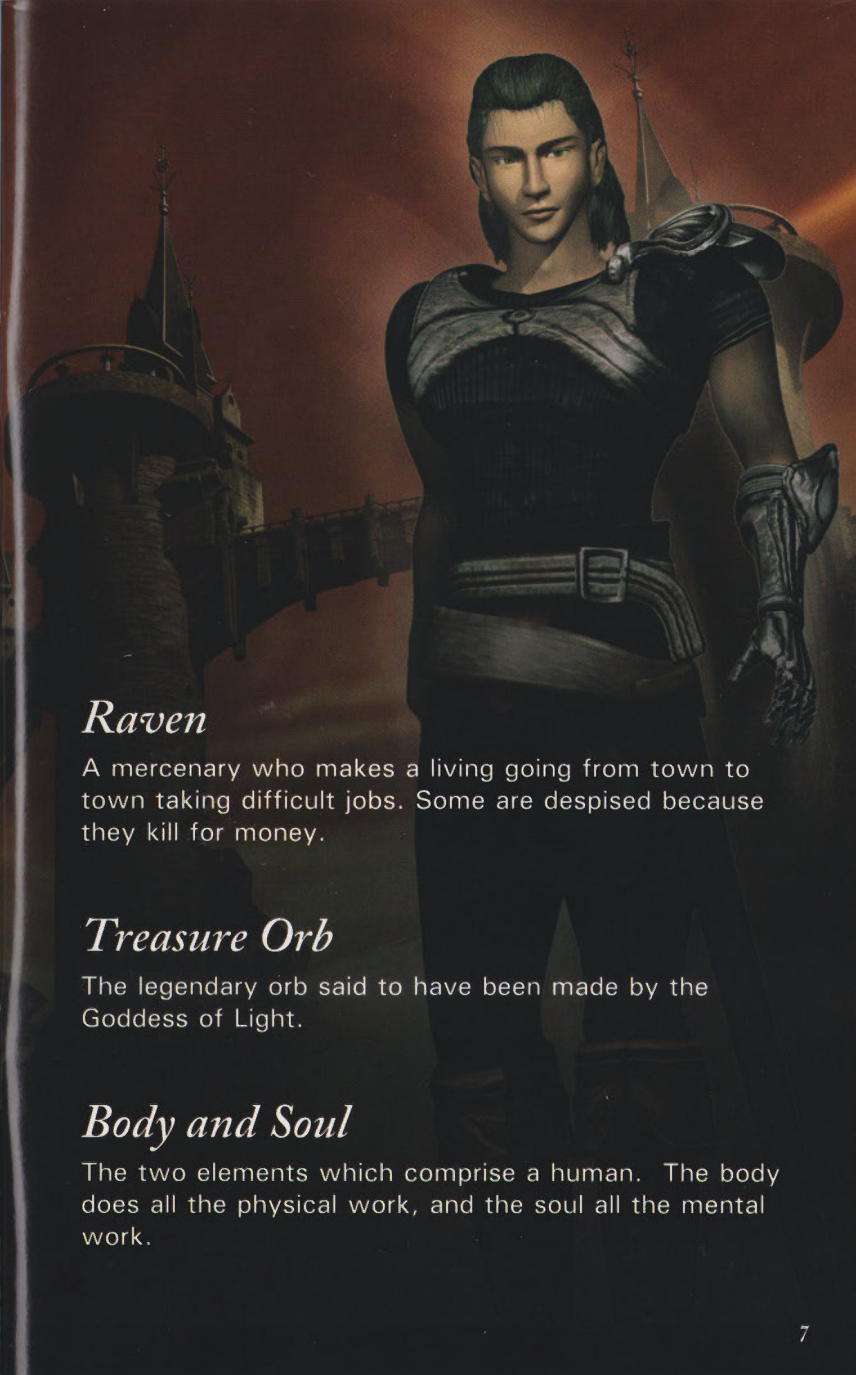
Fate led him to the Sacred Island, the resting place of the Treasure Orb.

When he acquired the Treasure Orb, he incurred Danu's anger.

The Goddess of Light destroyed the Tower, and split his body and soul.

No longer able to die, the man must heal those with sadness in their hearts in order to regain his body.

Will he be able to reunite his body and soul.....?



Raven

A mercenary who makes a living going from town to town taking difficult jobs. Some are despised because they kill for money.

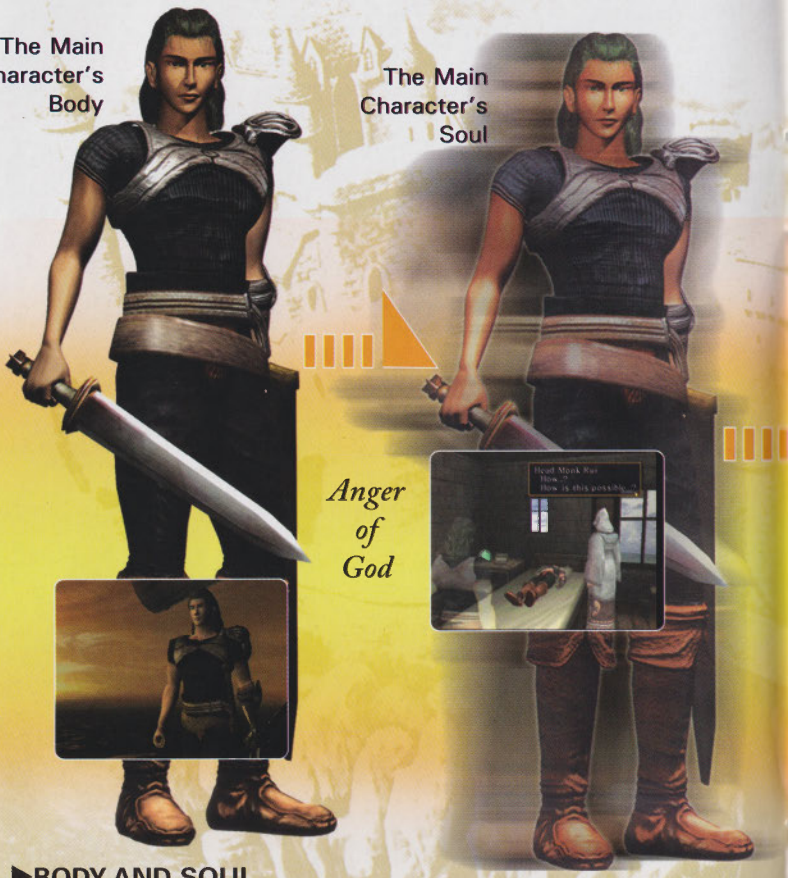
Treasure Orb

The legendary orb said to have been made by the Goddess of Light.

Body and Soul

The two elements which comprise a human. The body does all the physical work, and the soul all the mental work.

About the Main Character



▶BODY AND SOUL

The main character was a skillful Raven, but he angered the Goddess of Light and his body and soul were split. In soul form, he cannot be seen by most people. He cannot do physical actions, such as talking to normal people, moving objects, buying items, fighting enemies, etc. Since he has no physical body, he can pass through wooden surfaces. In order to perform physical actions, he needs to possess someone else's body.

Getting Started

▶POSSESS

In order to possess someone, their heart needs to have sadness within.
The main character is limited to the abilities of the body he possessed. The main character's objective is to use the body he possesses and heal their broken heart. There are several different types of problems, so there is not any one way to heal their hearts. When he heals their hearts, he will be freed from that body, and he will partially atone for his sin. The main character must continue to heal those in despair until the Goddess of Light forgives him.



The Town of Walondia



In front of Castle Walondia

The Castle Gate

The gate guarding the castle. It is usually guarded by a gatekeeper, but you can enter depending on whose body you possess. There is a cave for training beneath the castle.

The Town Square



Sanctuary

The town's symbol work of architecture. You cannot enter here as it is still under construction.

Seabank

A seaside beach. Because there is a cavern nearby where monsters live, there are restrictions on entering. Magic Stones occasionally wash ashore in the restricted area.



Seaside

Item Shop

Walondia's only Item shop. You can buy/sell items here. Since you cannot speak while in soul form, you cannot do business as a ghost.

Getting Started

Weapon Shop

A shop where you can buy/sell weapons and armor.
Since you cannot speak while in soul form, you cannot do business as a ghost.



Pub

A pub where many Ravens gather.
There is a wine cellar beneath.

Vacant House

The vacant house.
There is also a save point inside.



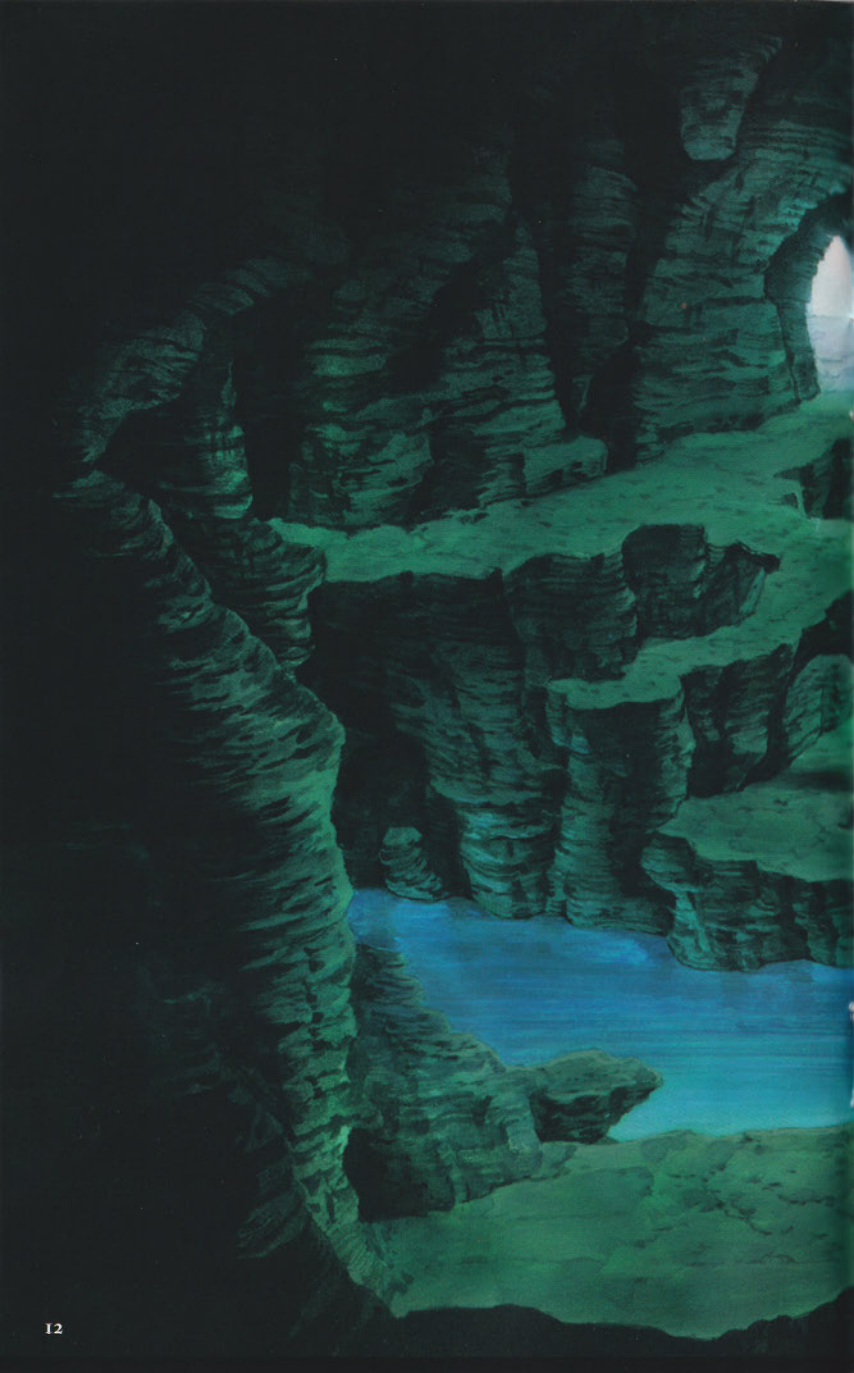
The Town Gate

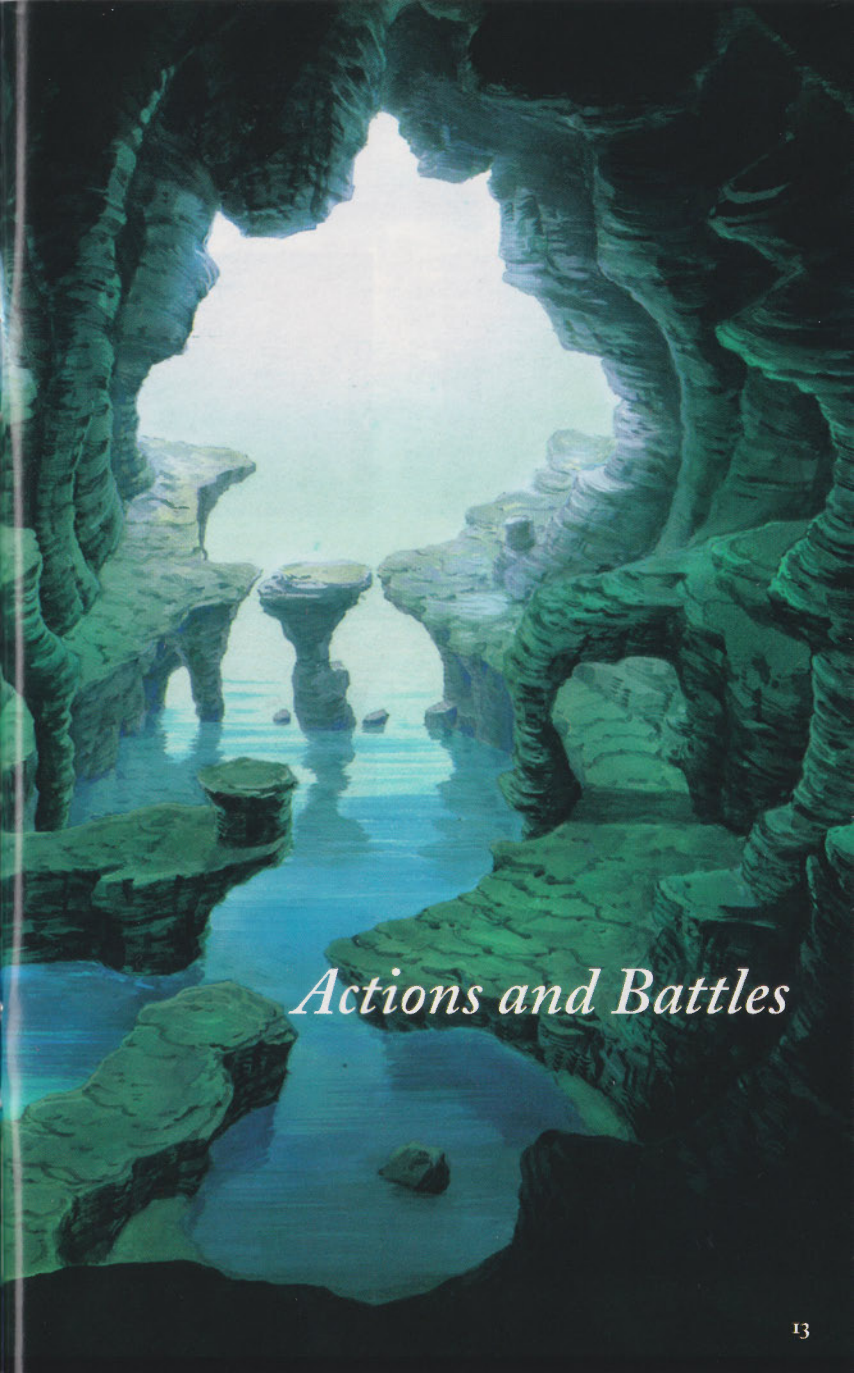
Gate

The gate that connects the town to the outside areas. Usually, it is guarded by a gatekeeper, so you cannot go outside. Outside the town there is a Graveyard, Quarry, and many other places.



Harbor





Actions and Battles

Character Controls

Movement

The character will move in the direction the left analog stick is pressed. Pushing the left analog stick slightly will make the character walk, while pushing it firmly will make the character run. When using the directional buttons, the default movement is running. Holding the R2 button while moving will cause the character to walk.



Possess

When the main character finds out that a certain person has sadness in their heart, pushing the □ button next to that person will allow him to possess that body. Your abilities after possessing are limited to those of that body, but your items, money, and experience are carried over.



Actions and Battles

Action

By pressing the **X** button in the Field, you may perform various actions that vary according to his current state.





Talk

You can talk with someone by pressing the **X** button next to them. As a soul, you can only talk to those who can see souls. However, even though you cannot converse, you can listen to what other people are saying.



Open a door

Pressing the **X** button in front of a door makes the character open the door and move to the other side of it. You need a key to open locked doors. In ghost form, you cannot open doors, but you can slip through wooden doors and certain walls.



Open treasure chests / pick up item

Pressing the **X** button next to treasure chests and dropped items will allow you to open the chest or pick up items. As a ghost, you cannot interact with chests and items.

About Battle

Battle Screen



1 ENEMY

The enemy you are engaged in battle with. You can fight multiple enemies at once.

2 PLAYER

The character that the main character possessed, or the main character himself.

3 BATTLE COMMANDS

Commands used in battles. (See page 17)

4 HP

Your character's hit points. When these fall to 0, the game is over.

5 MP

Your magic points, necessary to use magic and summon beasts.

6 STRAGE GAUGE

This gauge shows how many Strage Points you have built up (by attacking the enemy or guarding the enemy's attack). When full, you can perform a Strage Attack (See page 18).

Actions and Battles

Battle Commands

During battle, choose the Battle Commands to decide your actions. When you select from "Fight" "Magic" "Summon" or "Item," you will immediately take action. Agility decides the order in which your character and the enemies take turns. For more information on Runes and Amulets, please see page 28.

FIGHT
Attack the enemy with the currently equipped weapon.

STRAGE ATTACK
When the Strage Gauge becomes full, this command becomes available. For more information, please see page 18.

MAGIC
When you are equipped with an Amulet with a Rune embedded, you can cast the magic corresponding to that Rune. In order to cast magic, you need MP.

SUMMON
If you have an Amulet that is completely filled with Runes, you can summon the beast corresponding to that Amulet. The beast you summoned will move on its own will, and will use MP accordingly to its action. If you do not have MP, the beast will not take action. Summon Beasts do not have a certain property (such as fire), but become stronger as the main character's levels rise. Once summoned, the beasts will continue to fight until you return them. If the battle ends while they are still active, they will appear in the next battle as well. Under "Summon" there are the following commands. Unlike the other commands, Summoning a Beast does not consume your turn.

CALL	Call a Summon Beast
RETURN	Return a Summon Beast
CHANGE	Switch Summon Beasts during battle

ITEM
You can use an item you have.

ESCAPE
On the Battle Command menu, holding on the left analog stick and pressing the **X** button will cause your character to flee. There are times when you cannot escape.

About Battle

Guard

By pressing a button timed with the enemy's attack, you can reduce the amount of damage you take. If you succeed in guarding (excluding back stepping), you will gain Strage Points. The 4 Guards are as follows:

- **Normal Guard**
 The most basic guard. The timing is easy, and it reduces damage greatly.
- **Strage Guard**
 You will gain more Strage Points than the Normal Guard, but it does not reduce much damage.
- **Counter Guard**
 An offensive guard where you guard the enemy's attack and return a blow. It is the hardest of all the guards to time. It also does not reduce much damage.
- **Back Step**
 You dodge the attack by stepping back. You completely avoid the attack, so the damage is 0, but it requires Strage Points. If you do not have about 1/4 of the gauge, the gauge will be red and you cannot perform a back step.

Strage Attack

When your Strage Gauge fills up, you can do an attack called a Strage Attack; a powerful move that varies per character.
In order to select the Strage Attack, move the cursor to "Fight," and press the **X** button while holding right on "Strage Attack."



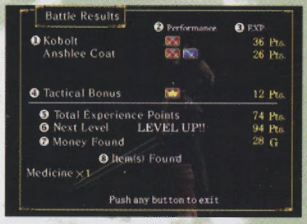
When you begin your Strage Attack, a power gauge will be display at the bottom of the screen. Pressing the **X** button will start your attack. You want to aim for the red area on the right of the bar. The closer to the right the gauge is, the stronger your Strage Attack will be. If you miss the red area, your character will perform a weaker Strage Attack. After a Strage Attack, your gauge will be returned to 0.



Actions and Battles

Battle Results

After the battle, the Battle Results screen will be displayed.



❶ Enemy

The type of enemies you defeated.

❷ Performance

The bonus(es) you get for defeating the enemies with certain attacks.

Counter	Defeating the enemy with a counter	+50%
Poison	Defeating the enemy with poison	+50%
Critical	Defeating the enemy with a critical	+30%
Strage	Defeating the enemy with a Strage Attack	+30%
First	The first enemy defeated	+20%
Summon	Defeating the enemy with a Summon Beast	+20%
Magic	Defeating the enemy with magic	+20%
Escape	The enemy escaped from you	-100%

❸ Experience Points

The experience points you get from defeating the enemy + performance bonus.

❹ Tactical Bonus

Bonus you get depending on how you fought the battle. **The following is added to your** total experience points from battle.

Quick Breaker	Win battle in fewer turns than # of enemies	+20%
Survivor	Finish the battle with less than 1/10 life	+20%

❺ Total Experience Points: All the experience points and bonuses totaled up.

❻ Next Level: The number of experience needed to level up.

❼ Money Found: Money gained by defeating enemies.

❽ Item(s) Found: Item(s) gained by defeating enemies.

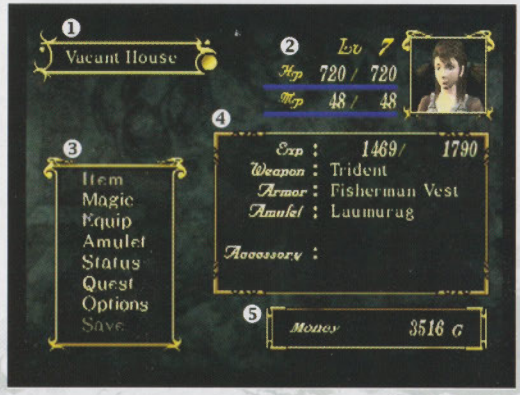




Command Screen

About the Command Screen

On the Field, pressing the △ **button** brings up the Command Screen.



❶ Place Name

Name of location you are currently in.

❷ Main Character's Status

The status of the main character's soul. (➔page 23)

❸ Command Menu

Various commands.(➔page 24)

❹ Current Simplified Status

The current simplified status. (➔page 23)

❺ Money

The amount of money you are currently carrying.

Command Screen

Main Character's Status

On the top of the Command Screen, the main character's status is displayed. The main character's status is carried on even after he possesses another.



❶ Level
The main character's level. Building experience points will raise it. When you raise a level, your statistics rise (such as HP, MP, and Summon Beasts' power).

❷ HP
The main character's HP. When it reaches 0, the game is over.

❸ MP
The main character's MP, needed to use magic and summon beasts.

Current Simplified Status

On the right side of the Command Screen, the current simplified status is displayed. In order to view the detailed status, please select the "Status" command. (➔page 26)



❶ Exp
Your current amount of experience.
Your experience is carried over even after possessing someone.

❷ Weapon/Armor/Amulet/Accessory
The weapon/armor/amulet/accessories you are currently wearing.

Item Command

Use items. To use, press the **X** button over the item you wish to use. You can get items by defeating enemies, finding treasure chests, and buying them at the Item Shop.



Magic Command

Cast spells. To cast, press the **X** button over the magic you wish to use. If you are wearing more than one amulet, L2/R2 button toggles between them. You cannot cast spells if you are not equipped with an Amulet embedded with a Rune or if you do not have enough MP.



Equip Command

Equip equipment. By pressing the **X** button the type of equipment, you can select from the list of equipment you have. The status of your character if you were to equip the highlighted equipment is displayed on the bottom right of the screen. For more information on status, please see page 26.
Equipment that you cannot currently equip is displayed in dark. You can equip 1 weapon, 1 armor, and 2 accessories at a time.

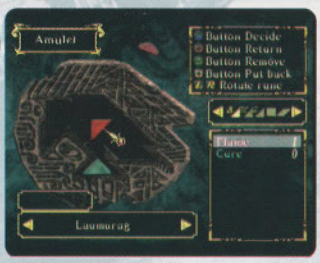


Command Screen

Amulet Command

The command menu to equip Amulets and fill them with Runes. For more information on Runes and Amulets, please see page 28.
When you select this option, the following menu is displayed.

Settings



You embed Runes into the Amulet you selected. In order to embed a Rune, you use the directional pad to select the Rune shape, then the type, and press the **X** button. The Rune will appear over Amulet. Next, you move the cursor to where you want to embed the Rune, and press the **X** button to embed it. If you want to rotate the Rune use L1/L2/R1/R2 buttons to do so. If you completely fill the Amulet with Runes, you can summon the Summon Beast of that Amulet. Looking at the lines carved in the Amulet, try filling them up. If you move the cursor to a Rune already embedded in the Amulet and press the △ button, you can remove that Rune. When you do not have a Rune, moving the cursor to a Rune in the Amulet and pressing the **X** button will make you lift it up, and you can move it somewhere else. If you press the L1/L2/R1/R2 button when a cursor is not displayed, you can select another Amulet.

Equip

Equip the Amulet selected. You can equip up to 2 Amulets.
When you equip an Amulet, you can cast the spells of the Runes embedded into that Amulet.

Status Command

Displays the status of the body the main character has possessed. If you are in the main character's body or soul, it will display the status of the main character's body. If it is the body of someone else, it will be the status of that character. The status and experience points on the top right of the screen are carried on even after possessing.



❶ Name

The name of the character possessed.

❷ Level

The level of the character possessed.

❸ Strength

Related to physical attacks.

❹ Agility

Related to the attack order in battle.

❺ Mind

Related to effects of magic.

❻ Attack

Total attack power with current equipment.

❼ Defense

Total defense with the current equipment.

❽ Magic Def.

Your defense against an enemy's elemental attack.

Command Screen

Quest Command

Check on the information about your progress. When you move the cursor to a quest, the explanation will be displayed on the right. Depending on you progress, there will be marks such as "Solving" and "Solved." Solved Quests will be darkened.

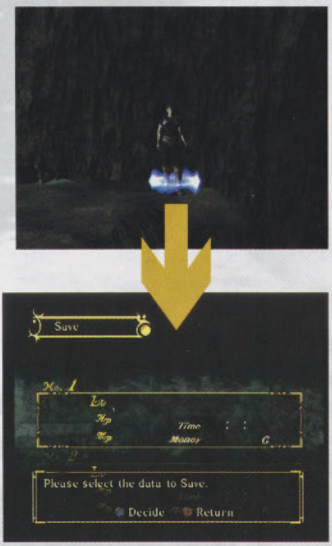


Options Command

You can change the settings of the game. Please see page 6 for more information.

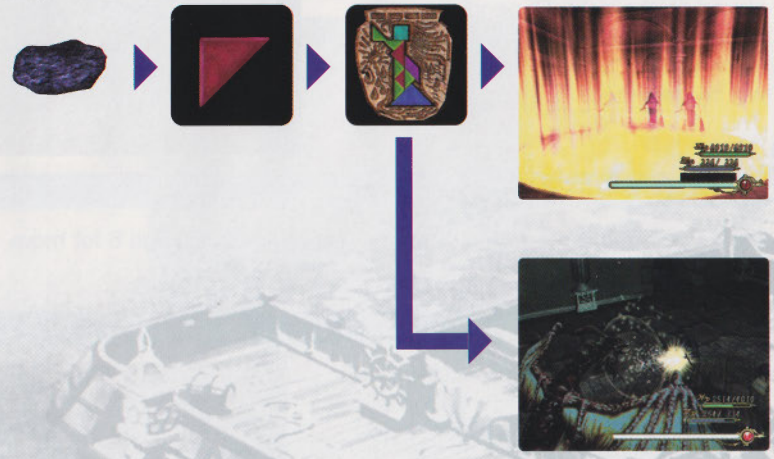
Save Command

If you open the Command Screen when you are in the middle of a save point, a blue ring in the Field, you can use the Save Command with the memory card (8MB) (for PlayStation®2). When you select the Save Command, a list of your saves will be displayed. Select the No. where you would like to save, and press ⊗ **Button**. In order to save your progress for the first time, you need 420KB or more on your memory card (8MB) (for PlayStation®2).



Magic Stone ▸ Rune ▸ Amulet

You can make Runes from Magic Stones found on the field and in battle. You embed Runes into Amulets in order to use magic and summon beasts.



Magic Stones

Magic Stones are stones with mystical powers hidden inside. Because the power inside is not that great, they cannot exhibit magical powers on their own. Magic Stones come in the following types:



- Red Magic Stone
- Blue Magic Stone
- Yellow Magic Stone
- Dark Magic Stone
- Green Magic Stone
- White Magic Stone

Command Screen

Rune

Runes, made from Magic Stones, are the source of all magic. You can make Runes at the Rune Shop. In general, the more Magic Stones it takes to make a Rune, the more powerful it is.
The shapes of Runes are 3 sizes of triangles, a square, and a parallelogram. When you embed them into an Amulet, you need to think about their shapes.



Some Rune types include:

FLAME	Inflict a small amount of fire damage on 1 enemy
TUNDRA	Inflict a small amount of ice damage on 1 enemy
PLASMA	Inflict a small amount of lightning damage on 1 enemy
CURE	Recover a small amount of HP
VENOM	Poisons 1 enemy
NASTER	Recover from any affliction

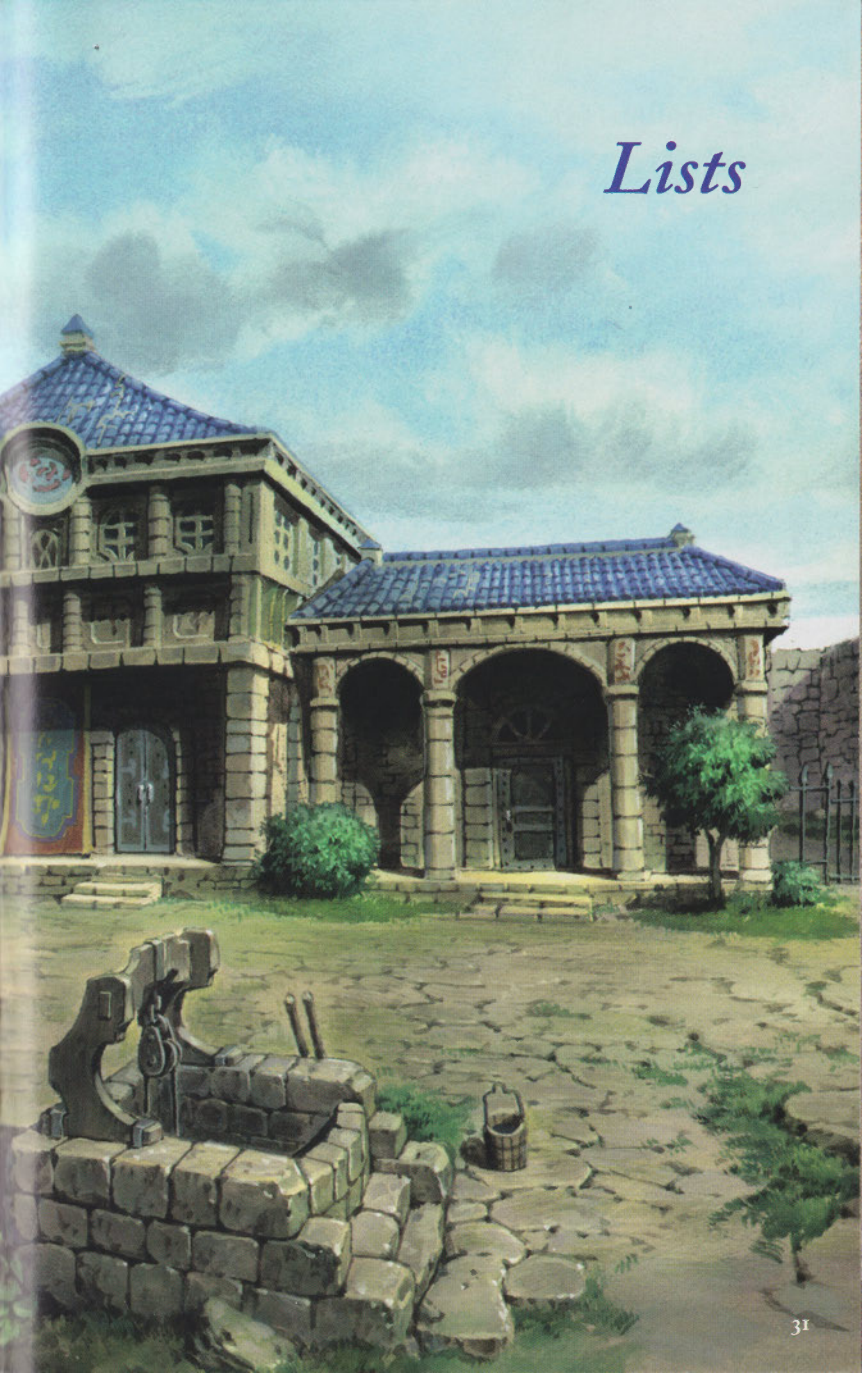
Amulets

Amulets are charms that have a spirit sealed within them.
It is said that the ancients made them, but no one knows the details.
In each Amulet, there is a unique groove, and you can embed Runes in there. When you embed a Rune into an Amulet, the Rune's powers are unleashed, and you can cast it as magic. Also, if you fill the Amulet completely with Runes, the sealed guardian will revive. They are called Summon Beasts. For more information on how to fill an Amulet with Runes, please see page 25.
Some Amulets include:

Each Uisge	Amulet with a water demon sealed within
Vivian	Amulet with a guardian spirit sealed within
Golem	Amulet with an earth monster sealed within



Lists



MAIN CHARACTER

Gender:	Male
Age:	25
Occupation:	Raven
Weapon:	Sword

A skillful Raven with both experience and a reputation, he always gets the job done. He is very quiet, and rarely shows his emotions. Just as he was getting tired being a Raven, he received a high-paying job from the Lord of Walondia.

FISELA

Gender:	Female
Age:	18
Occupation:	Fisherman
Weapon:	Spear

Since losing her mother at a young age, she lives with her father, the chief fisherman. Because of the environment in which she grew up, she is a bit tomboyish. She hates her father, who went fishing on the day her mother died.

NAVI

Gender:	Male
Age:	?
Occupation:	Gnome

He is a type of fairy, Domovoi. For some reason, he did not return to the land of the fairies, but instead lives in Walondia. He makes a fuss about everything and has a bad mouth, but he gives advice to the main character.





RAFFER

Gender:	Male
Age:	35
Occupation:	Former Chief Commander
Weapon:	Axe

A hero who speaks violently and rough, overpowering others. He was the Chief Commander of the Castle, but now he is a fugitive. While escaping, he was injured and lost his memory, forgetting how he became a fugitive.



ASHGO

Gender:	Male
Age:	28
Occupation:	Apprentice Monk
Weapon:	Club

He looks very reliable, but in fact he is a klutz and a coward, messing up at anything he does. Although the Head Monk thinks highly of his potential power, his colleagues still think he is a nuisance.



IFEM

Gender:	Male
Age:	23
Occupation	Raven
Weapon	Bow

Living with his ill mother after his father died and left a giant debt, he makes his living as a Raven. In order to pay back the debt, he takes rash jobs that are too much for him.

Main Items

Weapons



Claymore Sword

Sword commonly used by warriors



Sting Bow

A bow used for hunting



Heavy Tomahawk

A normal wood chopping



Trident

A fisherman's halberd modified to be a weapon



Battle Mace

A weapon made of steel

Armor



Leather Armor

Armor made of leather



Cloth Armor

Armor made of cloth



Bandit Mail

Armor favored by thieves



Fisherman's Clothes

Clothes to protect fishermen



Apprentice Monk Robe

Robe worn by apprentice monks

Accessories



Ear Plugs

Protects wearer from sonic attacks



Golden Ring

Increase amount of money gained in battle



Magician's Glasses

Wearing these, you can guard magic attacks

Recover Items



Medicine
Recover a small amount of HP



Antidote
Recover from poison



Special Medicine
Recover a medium amount of HP



Eyedrop
Recover from darkness



Holy Water
Recover a small amount of MP



Water of Exorcism
Recover from silence

Battle Items



Salamander Scale
Inflicts small amount of fire damage on 1 enemy



Poison Snake Fang
Poisons 1 enemy



Sleeping Grass
Puts 1 enemy to sleep



Charm of Seal
Seals 1 enemy's magic



Smoke Screen
Escape from battle



Sacrificial Doll
When used during battle, you will be resurrected

Spell Books



Old Spell Book
Book explaining the process of Rune-making

Notes

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Who is the primary user?

Name _____

Address _____

City / State / Zip Code _____

E-mail _____

Phone _____

Age ☐ 6-11 ☐ 12-17 ☐ Male ☐ Female
☐ 18-24 ☐ 25-34 ☐ 35+

Game Purchased **Tsugunai: Atonement**

Date of Purchase _____

Place of Purchase _____

How would you improve on this game?

What were your favorite features in the game?

☐ Story ☐ Graphics
☐ Characters ☐ Music
☐ Game Play ☐ Game Balance

Who made the decision to purchase this game?

☐ Myself ☐ Parent, friend, relative or other.

What type(s) of games do you plan to buy? (mark all that apply)

☐ Sports ☐ Fighting
☐ Driving ☐ Shooter
☐ Strategy ☐ Action/Adventure
☐ RPG ☐ Flight Simulation

What is your favorite magazine?

☐ EGM ☐ Expert Gamer
☐ Silicon Magazine ☐ OPM
☐ Tips & Tricks ☐ Game Pro
☐ PSM ☐ PLAY Magazine
☐ Gamer Informer ☐ PS Extreme
☐ Next Generation ☐ Other (list title)

Where did you learn about this game?

☐ Website ☐ Product Brochure
☐ In-Store Display ☐ Friend/Relative
☐ Rental ☐ Magazine

What other Atlus games have you played?

What system(s) do you own or plan to buy?

☐ PlayStation® game console ☐ XBOX™
☐ Dreamcast™ ☐ Nintendo® 64
☐ PlayStation®2 computer entertainment system ☐ NINTENDO GAMECUBE™
☐ Other

PLACE
STAMP
HERE

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